



# MADDEN



# 13



# **MADDEN NFL 13 MANUAL**

**1**

**FULL CONTROLS**

**4**

**GAME SCREEN**

**16**

**PLAY NOW**

**17**

**SONY ENTERTAINMENT NETWORK**

**17**

**ONLINE GAME MODES**

**18**

**MADDEN MOMENTS LIVE**

**18**

**FRANCHISE MODE**

**19**

**SUPERSTAR**

**24**

**MY MADDEN**

**25**

**PAUSE MENU**

**26**



## **New For PlayStation®Vita system**

### **NEW Screen (touchscreen) Controls**

The PS Vita system's touchscreen and rear touch pad give you a new way to call plays. Hot routes can be drawn on the touchscreen during pre-play, and dragging your finger gives you full control of positional shifts. The rear touch pad can be used to swat passes and perform other moves on the field.

### **NEW Motion Sensor Function**

If you want to make the perfect kick, you can tilt your PS Vita system up, down, left, and right to line it up just right. Keep in mind that you have to adjust for the wind on the field before kicking.








## Offense

### Pre-Play Offense

Snap ball	
Flip Run Play	right stick ←/→
Quiet crowd	→ button
Fake snap	
Call Audible	



## Pre-Play Offense (Cont.)

Hot Routes	
Smart Routes	 (when Hot Routes are activated)
Man In Motion	Touch and drag the player you want to move on the touchscreen
Call Your Shots	
Show Play Art	
Offensive Line Modifier	 button + rear touch pad







## Passing

Throw the ball	□/×/○/△/ <b>L</b> (tap for lob pass/hold for a bullet)
Lead the receiver	left stick
Throw ball away	right stick ↓
Pump fake	right stick ↑
QB scramble (behind the line of scrimmage)	<b>R</b> (hold)



## Ballcarrier Moves

Dive/QB slide	 (tap to slide/hold to dive)
Jump/Hurdle	
Protect ball	 (hold)
Spin	 or drag rear touch pad
Juke	right stick or double-tap rear touch pad
Stiff arm	
Lateral	 button
Sprint	 (with auto sprint off)



## Defense

### Pre-play Defense

<b>Defensive Line Modifier</b>	← button + rear touch pad
<b>Linebacker Modifier</b>	→ button + rear touch pad
<b>Coverage Modifier</b>	↑ button + rear touch pad
<b>Pump crowd</b>	↓ button + rear touch pad
<b>Show Play Art</b>	<b>R</b>
<b>Call Your Shots</b>	<b>L</b>



## Pre-Play Defense (Cont.)

Change player	
Call Audible	
Hot Routes	
Select player	tap touchscreen



## Defensive Pursuit

Dive	
Defensive assist	
Switch player	
Sprint	 (with auto sprint off)
Strafe	
Strip Ball	
Cut	right stick ↓
Hit	right stick ↑



## Defensive Engaged

Switch player	
Hands up/Bat	
Power move	right stick ↓
Finesse move	right stick ←/→




## Defensive Ball In Air

Defensive assist	
Dive	
Catch	
Switch player	
Strafe	
Swat	drag rear touch pad
Sprint	 (with auto sprint off)





## How to Call an Offensive Hot Route

Press  to bring up the receiver buttons. Press the button for the corresponding receiver and then move the right stick or press the directional buttons in the appropriate direction using the on-screen callouts.

## How to use Man in Motion

Touch an eligible player on the touchscreen, and then drag to send that player in motion.

## How to use Line Shifts

Press the  button and then drag the rear touch pad to shift your defensive line. Press the  button and drag the rear touch pad to shift your linebackers.

## How to Call an Audible

Press  and then the button that corresponds to the audible you wish to call. To see more audibles, press  again.



## Call Your Shots

To access Call Your Shots during pre-play, press **L**. Once inside Call Your Shots mode, use the touchscreen to either place route markers or set coverage.

## How to Audible Coverage

Calling a coverage audible allows you to adjust specific aspects of your coverage at the line of scrimmage. After calling a coverage audible, put your defensive backs into press or loose coverage, show blitz, or shift your safeties.

## How to use Defensive Hot Routes

Defensive Hot Routes are great for making coverage decisions with pinpoint accuracy. You can give individual players direction on the fly, instructing them to move to a hook or flat zone, blitz, curl to flat, go into deep zone, switch to man coverage, or QB spy/contain.



## Special Teams

### On the Kicking Team

Move the right stick ↓ to start filling the kick meter. Move the right stick ↑ while the indicator is within the red section of the kick meter to determine the kick's power. To achieve the perfect kick, make sure that the right stick remains centered while performing the motion.

### On the Return Team

The receiving team can call for a fair catch, meaning that the line of scrimmage is at the point where the receiver catches the incoming ball. If a fair catch is not signaled, then players proceed as normal.







To play an exhibition game against the CPU, select PLAY NOW to enter the Team Select screen. Before starting the game, change the game plan, playbooks, skill level, or uniforms.

## **SONY ENTERTAINMENT NETWORK**

**ORIGIN ACCOUNT (EA) REGISTRATION REQUIRED TO ACCESS ONLINE FEATURES. MUST USE THE SAME ORIGIN ACCOUNT (EA) ON PLAYSTATION®3 SYSTEM AND PLAYSTATION®VITA SYSTEM TO RECEIVE BONUS CONTENT. YOU MUST BE 13+ TO REGISTER. EA ONLINE PRIVACY POLICY AND TERMS OF SERVICE CAN BE FOUND AT [www.ea.com](http://www.ea.com). EA MAY RETIRE ONLINE FEATURES AFTER 30 DAYS NOTICE POSTED ON [www.ea.com/2/service-updates](http://www.ea.com/2/service-updates).**

You must have an Online ID to access any of the online features of *Madden NFL 13*. Join Online Play Now for a ranked game against a random opponent where the stats will be recorded. To play with a friend, enter a Head to Head game. Results of unranked matches are not counted and stats are not recorded.



## Head to Head

Face off against other users in this one-on-one competitive game mode over Wi-Fi. Choose from Online Play Now or Play vs. Friend in games ranked on our global leaderboards. Looking for a friendly game? Play unranked games against your friends with custom game settings.

## MADDEN MOMENTS LIVE

Relive the top moments from the 2011-12 NFL season and recreate history as you play the same scenarios. Do you think that you can change history and give your team the win at the last second? Can you outperform the pros? Madden Moments LIVE gives you a chance to test your mettle in high-tension situations. Make sure to check back throughout the year for new Madden Moments.



## Overview

Start with your favorite teams and their current-day rosters and then try to stay on top for three entire decades. To begin a franchise, select a team.

## The Preseason and Cut Days

When you start Franchise Mode, you begin in the preseason. Expanded Rosters allows every team to start the game with 75 players. If the team does not have 75 players, undrafted rookie free agents are added to the teams.

As the preseason progresses, every team needs to cut players to get their rosters down to a predetermined limit. Undrafted rookies have ratings unlocked each week as you decide whether to cut them or not. Even rookies you draft still have their ratings locked until they become fully scouted.



## Dynamic Player Performance

As the season begins, Dynamic Player Performance changes how you've played Franchise Mode for years.

## Consistency and Confidence

Two important traits in *Madden NFL 13* are Consistency and Confidence. Consistency determines how likely a player is going to perform at a level close to their ratings, while Confidence determines how much a player's ratings will change when their Consistency rating is taken into account.

In the offseason, players who have the potential to improve their Consistency or other traits have a chance to progress those ratings.